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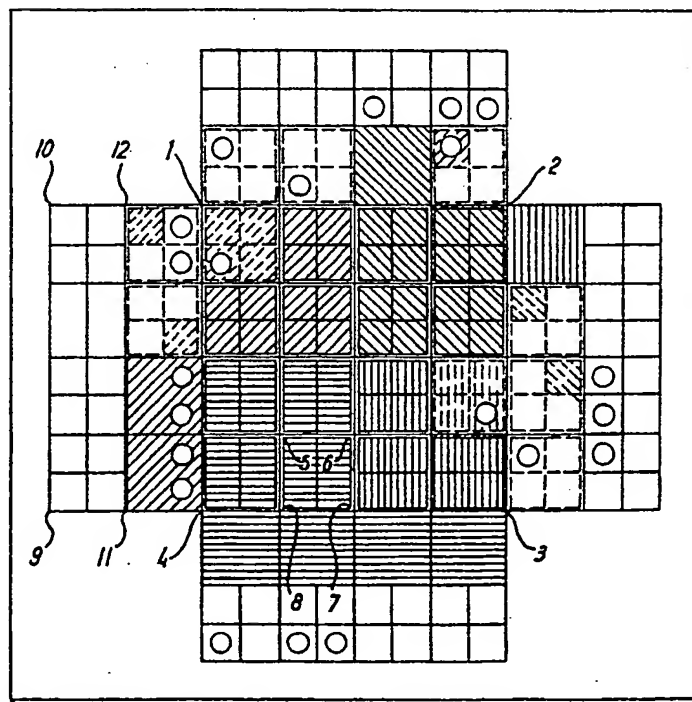
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(54) Board game

(57) A board game includes a board, a plurality of segments (13) having a number of playing positions (14) marked thereon, and a plurality of playing pieces (15, 16, 17, 18), the board being marked with a multiplicity of zones, the segments (13) being placeable upon the zones to allow players to create a playing area during an initial creation stage before a playing stage during which the pieces move over the playing positions.



*Fig. 1*

The drawing(s) originally filed was (were) informal and the print here reproduced is taken from a later filed formal copy.

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1982.

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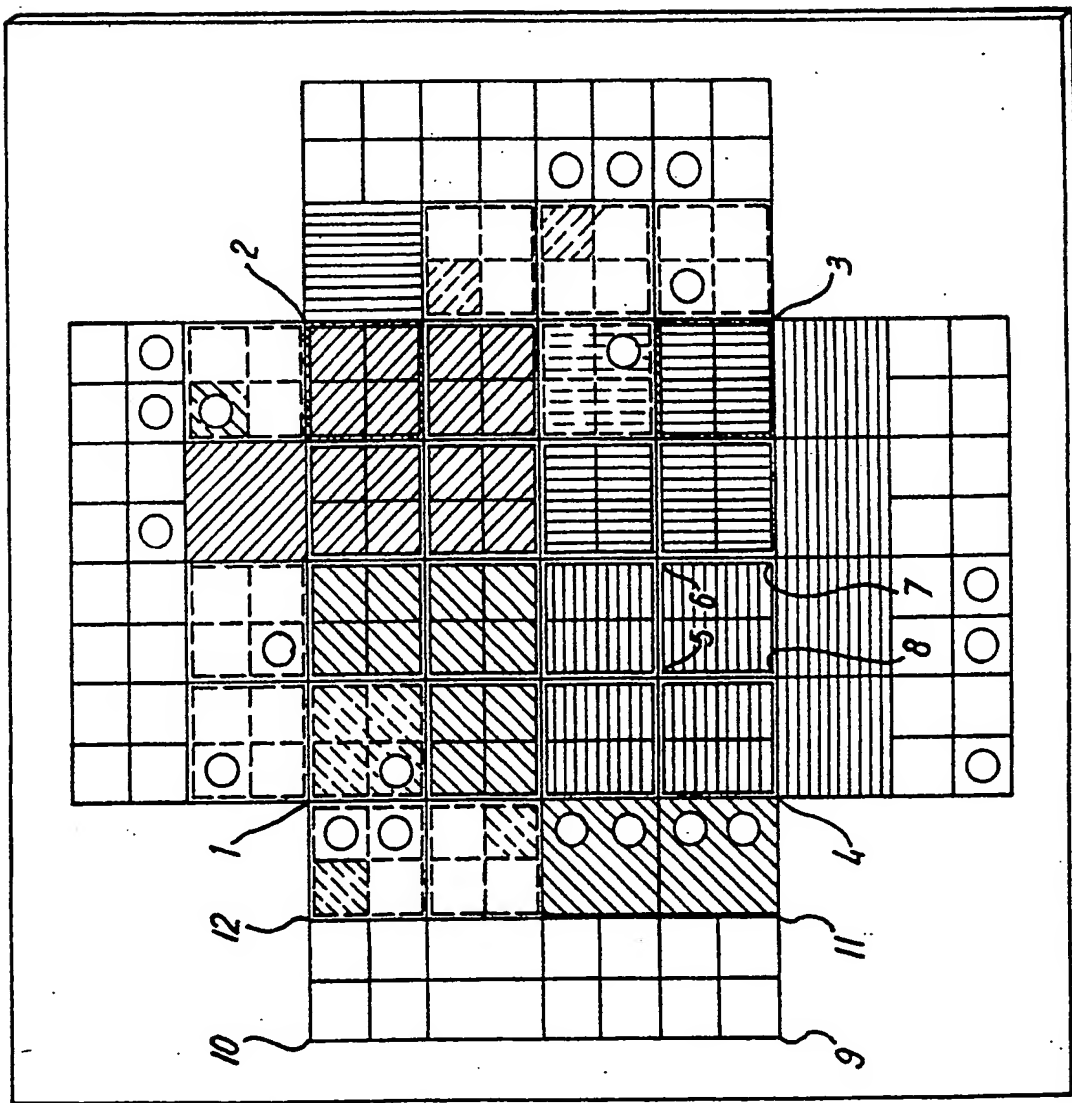


FIG. 1

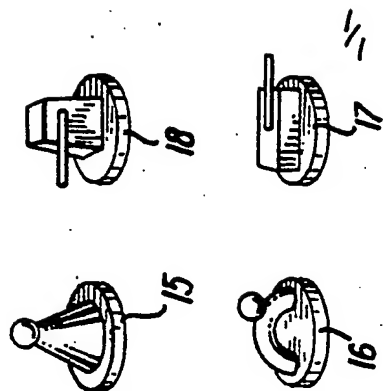


FIG. 2

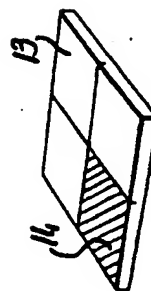


FIG. 3

BOARD GAME

This invention relates to a board game.

According to the present invention a board game comprises a board divided into a multiplicity of zones, a  
5 multiplicity of laminar segments each segment being adapted to be located upon a said zone, each segment having a playing surface comprising one or more positions and a multiplicity of pieces each piece being adapted to be located upon a position of a said segment.

10 The positions preferably comprise squares although rectangular, triangular, circular otherwise shaped or point positions may be employed.

The segments are preferably square in shape, their playing surfaces preferably being each divided into four  
15 positions.

The positions may be arranged to facilitate or restrict or prevent various different moves by the pieces. Thus particular positions may represent features over which the pieces cannot move.

20 The game is preferably arranged so that it can be played in two stages. During the first stage the segments are laid upon zones of the board to create a unique terrain over which the pieces may be placed and moved during the second stage of the game.

25 The invention is further described by means of example and not in any limitative sense, with reference to the

accompanying drawings of which:-

Figure 1 is a plan view of a board carrying segments  
and pieces in accordance with the invention;

Figure 2 is a perspective view of 4 types of the  
5 pieces; and

Figure 3 is a perspective view of a segment.

The board shown in Figure 1 comprises a square area 1,  
2, 3, 4 composed of 16 square zones e.g. 5, 6, 7, 8 arranged  
in four distinctly coloured or otherwise marked groups of  
10 four. A row of four zones e.g. 1, 4, 12, 11 is located  
adjacent each edge of the square area. A further row 9, 10,  
12, 11 of zones is located adjacent the row 1, 4, 12, 11.  
The further row of zones is raised from the surface of the  
board so that segments cannot be located upon them.

15 One of a multiplicity of segments is shown in Figure  
3. Each segment has a playing surface 13 divided into four  
positions, one or more of which 14 may be distinctly  
coloured or otherwise marked. The marked positions indicate  
features on the playing surface which affect the movement of  
20 the pieces during play.

A preferred game in accordance with this invention  
includes rules arranged so that the game may be played as  
described below.

An embodiment of this invention takes the form of a  
25 military game, of which the four types of pieces described  
represent infantry 15, cavalry 16, artillery 17 and  
commandos 18.

Alternatively the pieces may represent other convenient military forces. There are 4 types described of distinctly coloured positions or features 14 of the segments or feature tiles which represent mountains, forests, lakes and swamps.

- 5 Alternatively distinctly covered squares 14 of the feature tiles may represent other convenient features. Movement of the pieces over plain positions is as follows:

Infantry pieces may move a single position on the board longitudinally or laterally.

- 10 Cavalry pieces may move either one position longitudinally or laterally or one or two positions diagonally.

Commando pieces may move one or two positions longitudinally or laterally or one position diagonally.

- 15 Artillery pieces may move a single position in any direction.

- With the exception of infantry pieces, at the end of a move, the piece moved may be oriented in any desired direction. The direction of orientation determines the  
20 direction of the following move of the piece. Artillery pieces can reverse without changing direction. No piece may pass over another piece.

- Two or more opposing forces may be employed dependent on the number of players. An opposing piece may be  
25 eliminated by another player moving an infantry, commando or cavalry piece onto the position occupied by it.

Artillery pieces eliminate opposing pieces by shooting

at a range of up to three positions. Artillery pieces can shoot over other pieces but cannot move onto occupied positions.

The distinctly coloured features 14 affect the movement of the pieces as follows:-

Adjacent means an adjoining longitudinal, lateral or diagonal positions.

Mountain - Infantry, commandos and cavalry may only go over a mountain by concluding a move at an adjacent position, by a separate move onto the mountain and by a separate move off the mountain to an adjacent position

- a move onto a mountain may be made in any permitted direction notwithstanding the direction in which the piece is left facing by the previous move on an adjacent position.

- Artillery may not go onto a mountain.

- Artillery may shoot at but not shoot over a mountain.

20 Forest - Infantry, commandos and cavalry must conclude a move in a forest and by a separate move leave the forest.

- Infantry, commandos and cavalry may leave a forest in any permitted direction notwithstanding the direction in which the piece is left facing by the previous move in the forest.

- Artillery may not enter a forest or shoot over a forest.

- Artillery may only shoot into a forest from an adjacent position.

5           - A piece in a forest may only be eliminated from an adjacent position.

Lake       - No piece may enter a lake.

- Infantry and artillery may not cross a lake.

- Artillery may shoot over a lake.

10           - Commandos and cavalry may cross a lake but must not conclude a move in a lake.

Swamp      - No piece may enter or go over a swamp.

- Artillery may shoot over a swamp.

15           The further rows of zones e.g. 9, 10, 12, 11 represent forts, each player having his own fort.

The rules of the game are arranged so that an equal number of pieces from 8 to 16 are allocated to each player.

Play is clockwise and proceeds by the players taking successive turns.

20           When there are two players the rules may be arranged as follows:-

25           Each player chooses a fort on opposing sides of the board, each player takes two each of the four types of feature tiles and appreciative of the number of pieces allocated and of the piece and feature rules, the first player places one feature tile into any vacant zone of own fort colour or of the adjoining colour bounded by his own

fort colour. The second player then places one feature tile into any vacant zone of his own fort colour or of the adjoining colour bounded by own fort colour. The players then alternatively place the remainder of their feature  
5 tiles. Into all the remaining vacant zones of own colour or of the adjoining bounded colours are placed plain tiles to complete the arena. Forts not in use and the unbounded zones in front of these forts do not form part of the arena for a two player game and plain tiles are placed  
10 upside down into the unbounded zones.

When there are four players the rules may be arranged as follows:-

Each player chooses a fort, each player takes one each of the four types of feature tiles and appreciative of  
15 the number of pieces allocated and of the piece and feature rules, the first player places one feature tile into any vacant zone of his own fort colour, the second player then places one feature tile into any vacant zone his of own fort colour followed by the third and fourth players. The  
20 players then alternatively place the remainder of their feature tiles. Into all the remaining vacant zones are placed plain tiles to complete the arena.

Play around the arena is clockwise starting with the first player. Taking into account the placement of features  
25 the first player selects one piece of any type in his own fort colour and places it in any own fort position facing in any permitted direction.



Taking into account the placement of features and opponents choice of piece the second player selects one piece of any type in own fort colour and places it in any own fort position followed if applicable by the third and  
5 fourth players. The players then alternatively select and placepieces until the allocated number of pieces are placed. The selection of pieces by each player must include at least 2 of each type of piece.

Play around the arena is clockwise each player being  
10 successively allowed one move starting with the first player.

A move is either - the movement of one piece from one position to another position concluding the move by positioning the force in the direction in which the next move is  
15 proposed to be made  
- changing the existing direction of a piece in the existing square position without moving the piece to another position.  
20 This move cannot apply to infantry.  
- Artillery shooting an opponents piece.

The winning player is the player who eliminates the final opponents piece from the arena.

Claims

1. A board game comprising: a board divided into a multiplicity of zones; a multiplicity of laminar segments each segment being adapted to be located upon a said zone, each segment having a playing surface comprising one or more positions; and a multiplicity of pieces, each piece being adapted to be located upon a position of a said segment.
2. A board game as claimed in claim 1, wherein the positions are square, rectangular, triangular, circular or marked by points.
3. A board game as claimed in claim 1 or 2, wherein the segments are square in shape.
4. A board game as claimed in claim 1, 2 or 3, wherein the playing surfaces are each divided into four or more positions.
5. A board game as claimed in claims 1 to 4, wherein the positions are arranged to facilitate or restrict or prevent various different moves by the pieces.
6. A board game as claimed in claim 5, wherein particular positions represent features over which the pieces cannot move, or can move in a handicapped manner.
7. A board game as claimed in any preceding claim and arranged so that it can be played in two stages.
8. A board game as claimed in claim 7, wherein the first stage is a creation stage wherein the segments are laid upon zones of the board to create a unique terrain over which the

pieces may be placed and moved during the second stage of the game which is a playing stage.

9. A game as claimed in any preceding claim, wherein the playing pieces are marked to represent different military forces.

10. A game as claimed in any preceding claim, wherein the segments are marked to represent different areas of terrain.

11. A game as claimed in claim 10, wherein said markings are effected by colour.

12. A game as claimed in any preceding claim, wherein random indicating means, as a die or dice is used to determine moves of the pieces.

13. A game as claimed in claim 10 or 11, wherein the segments each have several positions, each position indicating a particular terrain feature which can be different from its neighbours.

14. A game as claimed in any preceding claim, wherein the board has a plurality of player positions and a plurality of zones are marked to be associated with each position.

15. A game as claimed in claim 14, wherein of each plurality of zones a set of said zones is designated a "fort".

16. A board game substantially as hereinbefore described with reference to the accompanying drawings.